



THE INDUSTRIALIST

Harness your creative side, with this new class for the world's greatest roleplaying game.

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We welcome any feedback you may have, feel free to leave it on the DMsguild page or email us at: b5homebrews@theadventuringguild.com



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ABOUT THIS DOCUMENT

The original Industrialist class was released to the DMsguild on the 18th of May 2017, and was the first Dungeons and Dragons 5th Edition homebrew that the team at B5 homebrews ever undertook. Needless to say, the class has since undergone many changes in its time on the DMsguild. Creating any homebrew for Dungeons and Dragons is a tall task, but creating a homebrew class is another level of difficult entirely. We appreciate that you've stuck around to this point, and continue to support and love the class, as much as we have enjoyed creating and improving it over its life.

The Industrialist class was formed after we asked ourselves some questions: What would happen if an inventor in a fantasy setting discovered how to harness different kinds of energies into a battery? How would the world begin shaping and shifting around that person with their new-found power source? How would someone utilize this power source? Would they build inventions to advance the art of warfare? Or, would they try to create inventions to better life for themselves and others around them?

The possibilities with this class are endless, and each industrialist will have a different idea of how to best utilize technology. Thus, we have incorporated a ton of customization into this class. Not only do we encourage your own creativity while playing an Industrialist, we completely support it.

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WHAT'S NEW?

Thanks to the great help of the community over the last few years, the class has become more polished than ever before. In this update of the Industrialist, we wanted to give back a little. We have worked with Yosi Saputra to bring the document to life with spectacular brand new art, and have added two new subclasses for the Industrialist: the *Arcane Inventor* and the *Clockworker*.

We hope the new document is even more appealing than previous iterations, and you have fun playing the two new subclasses presented within.



A human female dressed in a long, flowing leather coat rides through the center of a busy thoroughfare, her cart being pulled ahead without any horses in sight. Strange metallic pipes and intermingling cogs adorn the underside of the cart, and constant puffs of steam can be seen rising from the vehicle. People begin gathering around her in amazement as she controls the cart to a gentle stop. She stands at the top of her cart and begins preaching tales of the future, a future she desires to see to fruition.

A gnome in thick leather armor sneaks quietly through a goblin camp at night, silently placing small glowing metallic cylinders on the inside of his enemies tents. He makes his quiet exit from the camp and sits patiently behind a large tree a few hundred feet away. Huge explosions light the night sky as the gobblins are blown to smithereens, the screams of the gobblinoids echoing throughout the forest. The Gnome draws a multi-barrelled metallic cannon from his back, loads a similar small glowing cylinder into the back and begins firing steel bullets at any of the gobblins fleeing the camp.

A man walks proudly through the street donning a set of armor like none seen before. The armor set has pipes, pulleys and an intricate system of clockwork machinery that runs underneath the layers of steel. He sees a man struggling to push a cart up ahead, and briskly makes his way over. Without strain the armored man lifts both the cart, and the man over his shoulders and ushers him to his desired destination.

The female tiefling tinkers with a clay battery, a leather-bound tome sitting beside her. She deconstructs the formula of the spells within, preparing her energy source to recreate an arcane phenomenon. With a flourish, she traces an eldritch symbol in the air, converting the energy of her power charge into a powerful bolt of lightning that streaks across the room.

The children of the town gather around the toymaker, who has astonished the countryside with his new clockwork creation, a human-sized nutcracker that obeys the toymaker's every desire. The toymaker commands the nutcracker to give piggyback rides to all of the children in the town, and the nutcracker obliges without question.

All of these heroes are examples of industrialists. People who use their knowledge of technology, and the ability to innovate to assist them in daily life, battle and to ultimately shape the future of the world in their vision.

DISCOVERING POWER

The technology industrialists utilize would be useless junk without some kind of power source to fuel it. Some industrialists discover their power source through years of hard study and experimentation. Perhaps having found a way to harness the powers of steam, or combustion in order to fuel their inventions.

Some uncover power in the ruins of forgotten civilizations, perhaps uncovering ancient batteries or power cells, and gaining the ability to replicate their design through intense trial and error.



INDUSTRIALIST

Level	Proficiency Bonus	Features	Power Charges	Charge Potency
1st	+2	Uncovered Energy, Power Charges, Holding Device, Industrious Inventor	3	2d6
2nd	+2	Journeyman, Knowledge Sponge	4	2d6
3rd	+2	Industrial Vision, Power Refill	5	3d6
4th	+2	Ability Score Improvement	5	3d6
5th	+3	Power Surge (2d6), Quick Thinking	6	3d6
6th	+3	Industrial Vision feature	6	4d6
7th	+3	Eye for Detail, Scientific Power	6	4d6
8th	+3	Ability Score Improvement	7	4d6
9th	+4	Fail Safe (one use)	7	4d6
10th	+4	Industrious Inventor improvement, Weathered Toughness	7	4d6
11th	+4	Industrial Vision feature	8	5d6
12th	+4	Ability Score Improvement	8	5d6
13th	+5	Fail Safe (two uses)	8	5d6
14th	+5	Power Surge (3d6)	9	5d6
15th	+5	Energy Absorption	9	5d6
16th	+5	Ability Score Improvement	9	6d6
17th	+6	Industrious Vision feature	10	6d6
18th	+6	Tricks Of The Trade, Fail Safe (three uses)	10	6d6
19th	+6	Ability Score Improvement	10	6d6
20th	+6	Perfection	12	7d6

CLASS FEATURES

As an Industrialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Industrialist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per industrialist level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons

Tools: Tinker's tools, smith's tools

Saving Throws: Intelligence, Constitution

Skills: Choose two from History, Insight, Investigation, Persuasion and Sleight of Hand.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background.

- (a) a light crossbow and 20 bolts or (b) a shield and a simple weapon
- (a) explorer's pack or (b) dungeoneer's pack
- Tinker's tools, smith's tools, 3 power charges, a power charge holding device, leather armor, and a dagger

QUICK BUILD

You can make an Industrialist quickly by following these suggestions. First, Intelligence should be your highest attribute, followed by Strength or Dexterity, depending on whether you want to focus on melee weaponry or ranged weaponry. Second, choose the Guild Artisan background.

UNCOVERED ENERGY

The energy source you've discovered could take many forms. Perhaps you've discovered a way to harness the power of steam, or maybe you stumbled upon a strange aberrant power source from the Far Realm. Discuss with your Dungeon Master what energy source is fueling your power charges.

At 1st level, you can choose what kind of energy fuels your power charges. This determines what type of damage your power charges will do and a number of other things within the Industrialist class.

Energy Example	Damage Type
Ancient Battery	Acid damage
Hydropower/ Nitrogen	Cold damage
Combustion/ Steam	Fire damage
Alien Technology	Force damage
Electricity	Lightning damage
Dark Matter	Necrotic damage
Solar Power/ Divine Energy	Radiant damage
Ultrasonic Sound	Thunder damage

POWER CHARGES

You have learned how to harness energy into a small hand held charge. Beginning at 1st level you have 3 power charges, as an action on your turn you can expend one charge and throw it at a target within 30 feet of you. Anyone within 5 feet of the charge must make a Dexterity saving throw or take damage equal to an amount shown on the *Charge Potency* column of the Industrialist Table on a failure, and half as much on a success.

Power Charge save DC = 8 + your Intelligence modifier + your proficiency bonus.

The number of charges and damage of your power charges increases as you gain levels in this class, as shown in the *Power Charges* and *Charge Potency* column of the Industrialist table.

You regain all expended power charges after finishing a long rest.

HOLDING DEVICE

At 1st level, your power charges are stored in a holding device you have created to keep them safe and stable. This holding device can hold an amount of power charges equal to the amount shown on the *Power Charge* column of the Industrialist table. It also contains any tools needed to create additional charges. If your holding device is lost or destroyed, you can spend 1 day and 100 gp creating a new one.

Any power charges removed from the holding device degrade rapidly and lose power after 8 hours, returning them to the holding device stabilizes them and keeps them from losing power.

INDUSTRIOS INVENTOR

Starting at 1st level, you have thought up a myriad of different inventions you could create that utilize your power charges and have managed to successfully craft your first invention, choose one item from the *Basic Inventions* table below (you obtain this invention immediately for free).

You gain access to the *Basic Inventions* table and can spend the time and gold requirement to craft additional items from that table.

You gain proficiency with any invention you craft.

Other creatures are unable to add their proficiency bonus to attack rolls and ability checks made while using your inventions, unless otherwise stated by your Industrialist subclass.

At 10th level, you've made a breakthrough. You have managed to craft your most intricate item to date, choose one item from the *Advanced Inventions* table below (you obtain this invention immediately for free). This reflects long hours of study, trial and experimentation done during your down time.

You gain access to the *Advanced Inventions* table and can spend the time and gold requirements to craft additional items from that table.

JOURNEYMAN

You've dabbled in just about every craft you have come across, hoping to get the edge needed to advance your inventing to the next level.

Beginning at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check using artisan's tools that you aren't proficient with.

KNOWLEDGE SPONGE

At 2nd level, you have an uncanny knack for analyzing and retaining information. During a short rest, you can spend time learning the basics of one skill you are not proficient in. To do this you must have an ally willing to teach you within 10 feet who is proficient in the skill and you share a language with. Until you finish a long rest, you can add your proficiency bonus to a number of ability checks you make using that skill equal to your Intelligence modifier.

You can use this feature once, and regain the ability to do so after finishing a long rest.

ADD YOUR OWN FLAVOUR!

The Industrialist class was made to be easily flavourable and changed to be able to fit in most campaign settings. Discuss with your DM what your inventions will look like. Don't be afraid to get creative and really make this class your own!

INDUSTRIAL VISION

Choose an industrial vision, which best describes your ideals, and how you wish to shape your inventions for the future: Futurist, War Tinker, Enhancer, Arcane Inventor, or Clockworker, all detailed at the end of the class description.

Your choice grants you features when you choose it at 3rd level and again at 6th, 11th and 17th level.

POWER REFILL

At 3rd level, you gain the ability to refill the energy in a number of your power charges. During a short rest, you can choose to regain a number of power charges equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

POWER SURGE

At 5th level, you have learned to dangerously push the limits of your power charges and temporarily increase the potency. Once per turn, you can increase the *charge potency* of one power charge by 2d6, this lasts until the end of your turn.

When you do so, roll a d6, on a 1 the charge detonates immediately, anyone within 5 feet of you must make a Dexterity saving throw or take damage equal to half your *charge potency* (including the additional dice from this feature). You automatically take damage equal to your *charge potency* and the additional 2d6.

When you reach 14th level, you can increase your *charge potency* by 3d6 when you use this feature.

QUICK THINKING

At 5th level, you add your Intelligence modifier to your initiative.

Additionally, as a bonus action, until the start of your next turn, you can add half your Intelligence modifier (rounded down) to any Dexterity saving throw you make.

EYE FOR DETAIL

At 7th level, your eye for detail is useful in more than just creation. If you stand in the same space for at least one minute, you have advantage on all Intelligence (Investigation) checks you make until you move from your current space.

SCIENTIFIC POWER

Also 7th level, your inventions may not be magical, but their intricate design and the energy flowing through them allows you to overcome resistances. Attacks you make with inventions with the *powered* property count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FAIL SAFE

At 9th level, you have developed a fail safe for your power charges and can ensure their efficiency. When you roll your *charge potency* dice, you can reroll a number of dice equal to your Intelligence modifier. If you do so, you must use the new rolls and you can't use this feature again until you finish a short or long rest.

You can use this feature twice between rests starting at 13th level and three times between rests starting at 18th level.

WEATHERED TOUGHNESS

At 10th level, your skin is weathered from trial and error with your many experiments. You gain resistance to the damage type chosen by your *uncovered energy* feature.

ENERGY ABSORPTION

Starting at 15th level, your body has become so used to taking blasts of energy from your failed experiments that your natural structure has begun to shift and adapt to that element. Once per long rest, when you would take damage from the damage type of your *uncovered energy* feature, you can choose to take no damage instead (no action required).

TRICKS OF THE TRADE

At 18th level, you've learned to cut the cost and time needed to create your inventions without affecting the quality.

The crafting time and crafting price for creating a *powered* invention is halved.

PERFECTION

At 20th level, you've mastered your craft and have perfected your energy source.

- Your power charges now degrade and lose power after 7 days.
- When using the *power surge* feature, there's no longer a chance of the power charge detonating. Instead, if you roll a 1, you fail to gain the additional dice to your *charge potency*.

Additionally, you have advantage on any ability check made using tools.

INDUSTRIAL VISION

Each industrialist strives to innovate, invent, and ultimately shape the very future before them. There are many different paths for an industrialist to strive towards. Each industrialist will have their own vision for how they want to future of the world to look. These paths take form in Industrialist Visions, your choice of vision is a reflection of your focus and goals.

FUTURIST

You have dreams of a bright future, filled with technology, wonder, and innovation. Whether it be for wealth, power, or fame, you want the entire world delighting in the technology that you pioneer. You desire to make the world an easier, and more accessible place.

WIRELESS POWER

At 3rd level when you choose this industrial vision, you gain the ability to transmit power wirelessly to your creations. You no longer need to load a power charge into an invention to power it, so long as your holding device contains power charges and is within *wireless range* of the invention you desire to power, it will function normally.

Wireless Range = your proficiency bonus x 10 feet.

As a bonus action, you can select an invention within *wireless range* of your holding device, and give it power.

Additionally as a bonus action, you can stop powering an invention and select a new invention within *wireless range* to receive power.

You can only power a number of inventions equal to the amount of power charges you have remaining in your holding device.

UNIQUE CRAFTING

At 3rd level, you gain access to the *Futurist Inventions table* and can spend the time and gold requirements to craft items from that table.

CAPABLE TUTOR

Beginning at 6th level, you can spend part of a long rest teaching one allied creature with an Intelligence score of 10 or higher how to use one of your inventions. Doing so gives the creature knowledge of how to operate the invention, and allows them to add their proficiency bonus to any attack rolls, or ability checks made while using the invention.

The allied creature can only gain proficiency with one of your inventions at a time. Teaching them how to use another invention removes their proficiency with the previous invention.

FAST FINGERS

At 11th level, you have learned how to quickly change between your inventions, using them in rapid succession. You can take the Use an Object action as a bonus action.

RENEWABLE ENERGY

At 17th level, when you use the *overcharge* property of one of your inventions, roll a DC 20 Intelligence check. On a success, your power charge does not lose power and continues to function normally.

WAR TINKER

Traditional war and battle has grown mundane to you, your creativity is spent coming up with new and exciting ways to change the battlefield, and ultimately gain any possible advantage over your foes with the aid of your technology. You desire nothing but complete combat superiority, and believe your power source and inventions to be the thing that will give you that.



FUTURIST

READY FOR BATTLE

Beginning at 3rd level when you choose this industrial vision, you gain proficiency in medium armor, heavy armor, and martial weapons.

UNIQUE CRAFTING

At 3rd level, you gain access to the *War Tinker Inventions table* and can spend the time and gold requirements to craft items from that table.

POWERFUL CHARGES

At 6th level, you've tinkered and toyed with your power charges, and have optimised their destructive capabilities. When one of your power charges explodes, anyone within 10 feet of the charge must make the Dexterity saving throw.

Additionally, once per turn you can make your power charges or inventions deal additional damage equal to your Intelligence modifier. The additional damage dealt by this feature is of the same damage type chosen by your *uncovered energy* feature.

RAPID ONSLAUGHT

At 11th level, you can attack twice, instead of once, when you take the Attack action on your turn. One of these attacks can be spent reloading an invention with the *reload* property.

WAR LORD

At 17th level, you've endured countless battles and can find easier openings in your targets defenses to land devastating blows. Your weapon attacks score a critical hit on a roll of 19 or 20.

ENHANCER

You believe that if the future is to be reached, the beings of the world first must be enhanced and capable of overcoming any challenges that may arise, whatever those may be. You pour your ingenuity into creating an exoskeleton like suit of armor that will augment natural capabilities.

ENHANCER ARMOR

Starting at 3rd level when you choose this industrial vision, you gain proficiency in heavy armor, and you have invented a exoskeleton structure as the base for a unique set of heavy armor with the following statistics:



- The armor gives you a base AC of 13.
- Your carrying capacity is doubled, including maximum load and maximum lift.
- The armor does not have a strength requirement.
- The armor imposes disadvantage on Dexterity (Stealth) checks.
- Donning and doffing the armor only takes 1 minute.
- Small creatures wearing the armor count as Medium size.
- You gain an additional +1 to AC for every *augment* enhancer invention you have affixed to your enhancer armor and powered.

Inventions crafted with the *augment* property can be attached to enhancer armor, giving you additional benefits.

Doing so requires you to spend a short rest or part of a long rest affixing the new inventions to your *enhancer armor*.

Additionally you can remove any pre-existing inventions and swap them for a different inventions in the same amount of time.

Inventions crafted from the *Enhancer Inventions table* will all have the *augment* property, inventions with the *augment* property will have one of the following body parts in brackets next to it.

- Head
- Arms
- Hands
- Body
- Legs
- Feet

Your armor can have up to six inventions attached to it.

However you are unable to attach an invention if you already have an invention with the same *augment* property affixed to the armor.

Inventions with the *augment* property require power charges to function, but unlike other inventions, do not cause your charges to lose power and become unusable when a power charge is removed from them.

If your *enhancer armor* is lost or destroyed, you can spend 5 days crafting a new set for 500gp. This set does not include any enhancer inventions you had affixed to your previous set.

UNIQUE CRAFTING

At 3rd level, you gain access to the *Enhancer Inventions table* and can spend the time and gold requirements to craft items from that table.

METAL FORTITUDE

At 6th level, the intricate protective layers and flowing energies of your armor are well equipped to protect you from harm. You have a pool of fortitude dice equal to your *charge potency*. As a reaction, when you are wearing your *enhancer armor* and you take damage, you can expend one or more of your fortitude dice to reduce the damage dealt by an amount equal to the number rolled. Your pool regains all expended dice when you finish a long rest.

VOLTAIC RESIDUE

Starting at 11th level, your armor can draw excess energy from your charge bag and use it to safely increase power in your inventions.

While you are wearing your *enhancer armor*, you can use the *overcharge* property of one of your *augment* property inventions without expending a power charge. Alternatively, as an action, you can expend the use of this feature to regain all expended fortitude dice.

You can use this feature once, and regain the ability to do so after finishing a long rest.

STURDY FRAMEWORK

At 17th level, you have gone through many iterations and changes of your *enhancer armor* and have uncovered a way to increase the stability and strength of the frame.

When wearing your *enhancer armor*, you gain proficiency in Strength saving throws and are immune to effects that would knock you prone or move you against your will.

ARCANE INVENTOR

You desire to see the world embrace both technology and magic, hoping to see the furthering of civilization by the combination of the two. You have come to understand that much like technology, magic can be manufactured. Using your knowledge of energy, you have uncovered a way to engineer spells using your power charges as a fuel source, and have devised a way to create lingering arcane effects that grip to your inventions.

SPELLCASTING

When you reach 3rd level, you have learned to augment your inventions with the ability to cast spells. See chapter 10 for the general rules of Spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn one cantrip of your choice from the wizard spell list. You learn an additional wizard cantrips of your choice at 7th, 13th, and 19th level.

Casting Spells of 1st-Level and Higher The Arcane Inventor Spellcasting table shows what level of spell slots you can use, all of your spell slots are the same level. To cast one of your Arcane Inventor spells of 1st level or higher, you must expend a power charge.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice. The Spells Known column of the Arcane Inventor Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be of a level you can cast.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list.

Spellcasting Focus. You can use a *powered* invention as a spellcasting focus.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier.

ARCANE INVENTOR SPELLCASTING

Industrialist level	Cantrips Known	Spells Known	Spell Slot Level
3rd	1	3	1st
4th	1	3	1st
5th	1	3	1st
6th	1	3	1st
7th	2	3	1st
8th	2	4	1st
9th	2	4	2nd
10th	2	4	2nd
11th	2	4	2nd
12th	2	4	2nd
13th	3	5	2nd
14th	3	5	2nd
15th	3	5	2nd
16th	3	5	3rd
17th	3	5	3rd
18th	3	6	3rd
19th	4	6	3rd
20th	4	6	3rd

IMBUED INVENTIONS

Starting when you choose this industrial vision at 3rd level, you have learned to imbue your inventions with arcane power. You gain proficiency in the Arcana skill, and when you expend a power charge to cast a spell with a casting time of 1 minute or less, you can choose to imbue its power into one of your inventions.

If you do so and hold an invention throughout the casting, you cast the spell and expend a power charge, but none of the spell's effects occur. Instead, the spell transfers into that invention for later use if the invention doesn't already contain a spell from this feature. The next attack roll made with that invention releases the effects of the spell. If the attack misses, the spell is lost.

A spell that requires an attack roll automatically hits, so long as the attack roll with the invention hit. Roll damage for the invention, as normal, and add the effect or damage dealt by the spell.

A spell that requires the target to make a saving throw functions normally. Roll damage for the invention, as normal, and have the target that was hit by the attack, and any creatures in the area affected by the spell (centered on the target of the attack), roll a saving throw against your spell save DC. On a failure, they are affected by the spell.

A spell that requires neither an attack roll or saving throw has its effects occur centered on the target of the attack.

When you imbue an invention with magic in this way, it must be used within a number of hours equal to your Intelligence modifier. After that time, the magic fades, and the spell is lost.

While a spell is being stored in an invention, you are unable to use the *overcharge* property of that invention.

ENERGY EMPOWERMENT

Beginning at 6th level, you have learned how to strengthen spells that use the same element as your power charges. When you expend a power charge to cast a spell that deals damage of the same type as your *uncovered energy* feature, it ignores resistance to damage of that type.

When you reach 17th level, spells you cast that deal damage of the same type as your *uncovered energy* feature treat immunity to that damage type as resistance.

EXPANDED STUDY

At 11th level, you have expanded your studies with different types of spellcasting, and experimented with their affects whilst bound to your inventions. Choose two spells from any spell list. A spell you choose must be of a level you can cast, as shown on the *Arcane Tinker Spellcasting table*, or a cantrip.

The chosen spells counts as arcane inventor spells for you, but they don't count against the number of spells you know.

Whenever you gain a level in this class, you can replace the two spells you learned with this feature with two spells of your choice from any spell list. The new spells must be of a level you can cast.

ARCANE OVERCHARGE

At 17th level, before you cast a spell with a casting time of an action, you can use a bonus action to overcharge the power charge used in the casting of that spell. When you cast the spell, the spell is considered to have been cast with a 5th-level spell slot. You can use this feature once, and regain the ability to do so after finishing a short or long rest.



ARCANE
INVENTOR

CLOCKWORKER

You dream of a world where constructs of clockwork machinery and humanoids live and work in harmony together; these clockwork constructs fill roles that are too dangerous for regular humanoid workers, or are difficult to find willing workers for.

CLOCKWORK COMPANION

At 3rd level when you choose this industrial vision, you have invented an advanced construct of clockwork machinery to serve as your companion.

Your **clockwork companion** has the following statistics:

CLOCKWORK COMPANION

Tiny construct, unaligned

Armor Class 14 (unarmored)

Hit Points 2 x your industrialist level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Languages understands any languages you speak, but can't speak

Senses darkvision 30 ft., passive Perception 10

Immutable Form. The clockwork companion is immune to any spell or effect that would alter its form.

Actions

Prod. Melee Weapon Attack: + (your proficiency bonus) to hit, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage.

Inventions crafted with the *clockwork* property can be added to your clockwork companion. Doing so requires you to spend part of a long rest modifying your companion with the new inventions. Additionally, you can remove any pre-existing inventions and swap them for a different *clockwork* invention in the same amount of time.

Inventions crafted from the *Clockworker Inventions table* will all have the *clockwork* property, inventions with the *clockwork* property will have one of the following components in brackets next to it:

- Senses
- Armor
- Chassis
- Weaponry
- Movement

Your clockwork companion can have five inventions modified to it at once. However, you are unable to modify an invention to your companion if you already have an invention with the same *clockwork* property modified onto it.

Your companion uses your proficiency bonus for its saving throws, ability checks, and attack rolls.

The companion must be fueled by a power charge to function, and if it isn't being powered by a power charge it is unconscious.

The companion can hold a number of spare power charges inside of it equal to half your proficiency bonus (rounded down). When a clockwork companion uses the *overcharge* function of one of its inventions, it expends the power charge fueling its body. It can immediately use a reaction to replace the power charge that was just expended, but only if it has a spare power charge inside of it.

While within 5 feet of your clockwork companion, you can use a bonus action to put one of your power charges inside of it. If the companion is not being fueled by a power charge, this power charge begins fueling it, but if your companion is being fueled by a power charge, the companion holds this power charge as a spare (if it has room). You can also use a bonus action to remove a power charge from within your clockwork companion, adding it back to your holding device.

You can command your clockwork companion if it is within 60 feet of you and can hear you, requiring no action, but you must use a bonus action to command your clockwork companion to use the *overcharge* function of one of its inventions when it attacks next. Your companion obeys your commands as best it can. It acts after your turn in initiative, and you determine its actions, decisions, and behavior. If you are incapacitated or absent, your companion acts only to defend you and itself.

If your companion is lost or destroyed, you can spend 8 days crafting a new one for 250 gp. This new clockwork companion is unarmored, with quadrupedal legs, a tiny chassis, a regular visor, and a prod attack.

UNIQUE CRAFTING

At 3rd level, you gain access to the *Clockworker Inventions table* and can spend the time and gold requirements to craft items from that table.

FORTIFIED FRIEND

At 6th level, your clockwork companion can have two inventions with the *clockwork (weaponry)* property modified to it at once, and it gains proficiency in Strength, Dexterity, and Constitution saving throws.

Additionally, your clockwork companion gains resistance to the damage type chosen by your *uncovered energy* feature.

REPAIR MASTER

Starting at 11th level, you've leaned how to hastily make repairs to your clockwork companion. While within 5 feet of your clockwork companion, you can use a bonus action to repair some of the damage it has sustained. Your clockwork companion regains a number of hit points equal to $2 \times$ your Intelligence modifier (minimum of 2). You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a long rest.



CLOCKWORK
COMPANION

TARGETING PROTOCOL

When you reach 14th level, you have installed a special targeting protocol in your clockwork companion, allowing it to capitalize on the openings in your target's defenses. When you score a critical hit on a creature that your clockwork companion can see, until the beginning of your next turn your clockwork companion's attacks are considered critical hits against that creature if they hit.

SPECIAL WEAPON PROPERTIES

Reload. This weapon can be fired a number of times equal to its reload score before you must spend an action to reload it.

Powered. The invention requires a power charge to operate, without a power charge the invention is useless and inoperable. If the invention has another weapon or object in brackets next to this property, it functions as that item when unpowered.

As a bonus action, you can load a power charge into the invention. It then begins to operate as described. Removing a power charge from an invention causes the power charge to lose power and become unusable.

Overcharge. As a bonus action, you can cause the power charge to exert maximum power. Your next attack deals additional damage equal to an amount shown on the *Charge Potency* column of the Industrialist Table. Using the *overcharge* property of an invention causes the power charge to lose power and become unusable.

A wondrous item that has the *overcharge* property functions differently from a weapon with the *overcharge* property. The *overcharge* effect of a wondrous item will be listed in the item's description underneath the invention tables.

BASIC INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Power Hammer	Melee Weapon	1d8 Bludgeoning	14 days	300gp	Finesse, powered (light hammer), overcharge	5 lb.
Arrow Cannon	Ranged Weapon	1d10 Piercing	14 days	300gp	Ammunition (range 120/250), two-handed, loading, powered, overcharge	8 lb.
Shot Cannon	Ranged Weapon	1d12 Bludgeoning	14 days	300gp	Ammunition (range 60/120), two-handed, loading, powered, overcharge	4 lb.
Extending Spear	Melee Weapon	1d10 Piercing	12 days	225gp	Two-handed, reach, powered (spear)	8 lb.
Energy Staff	Melee Weapon	1d10 Bludgeoning	12 days	150gp	Two-handed, powered (quarterstaff), overcharge	8 lb.
Charge Catapult	Ranged Weapon	~	7 days	150gp	Ammunition (range 120)	1 lb.
Energy Lantern	Wondrous Item	~	5 days	250gp	Powered, overcharge	2 lb.
Grappling Hook Cannon	Wondrous Item	~	7 days	300gp	Ammunition (range 120/250), loading, powered	6 lb.
Rope Sailer	Wondrous Item	~	4 days	150gp	Powered, overcharge	1 lb.
Fall Cushion	Wondrous Item	~	7 days	300gp	Powered	3 lb.

ADVANCED INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Shoulder-Mounted Stone Hurler	Ranged Weapon	3d4 Bludgeoning	23 days	625gp	Ammunition (range 250/500), two-handed, heavy, loading, powered	25 lb.
Power Gauntlet	Melee Weapon	2d4 Bludgeoning	19 days	350gp	Finesse, light, powered, overcharge	3 lb.
Light Automated Flail	Melee Weapon	1d12 Bludgeoning	27 days	350gp	Finesse, light, powered, overcharge	2 lb.
Propelled Great Axe	Melee Weapon	2d6 Slashing	20 days	300gp	Heavy, two-handed, powered (great axe), overcharge	12 lb.
Rotating Blade	Melee Weapon	3d4 Slashing	17 days	300gp	Two-handed, heavy, powered, overcharge	12 lb.
Power Glider	Wondrous Item	~	20 days	800gp	Powered	20lb.
Water Stream Cannon	Wondrous Item	1 Bludgeoning	16 days	350gp	Two-handed, ammunition (range 60/120), loading, powered	15 lb.
Power Lock	Wondrous Item	~	2 days	150gp	Powered	1 lb.
Hand-held Water Propulsion Rod	Wondrous Item	~	15 days	500gp	Two-handed, powered, overcharge	4 lb.

FUTURIST INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Net Launcher	Ranged Weapon	1 Bludgeoning	10 days	250gp	Two-handed, ammunition (range 60/120), loading, powered	12 lb.
Powered Door	Wondrous Item	~	10 days	300gp	Powered	35 lb.
Powered Trap Door	Wondrous Item	~	8 days	200gp	Powered	20 lb.
Cart Automation System (A)	Wondrous Item	~	20 days	1200gp	Powered, overcharge	100 lb.
Chariot Automation System (A)	Wondrous Item	~	15 days	900gp	Powered, overcharge	70 lb.
Heat Generator	Wondrous Item	—	12 days	500gp	Powered, overcharge	15 lb.
Music Box	Wondrous Item	~	10 days	300gp	Powered, overcharge	6 lb.
Water Purifier	Wondrous Item	~	15 days	400gp	Powered	4 lb.
Extending Ladder	Wondrous Item	~	7 days	350gp	Powered	20 lb.
Wings of Flight (A)	Wondrous Item	~	25 days	1500gp	Powered, overcharge	30 lb.
Hand-held Aerial Screw	Wondrous Item	~	14 days	650gp	Powered	15 lb.

WAR TINKER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Beam Rifle (A)	Ranged Weapon	2d6 Damage	22 days	575gp	Two-handed (range 60/120), loading, powered, overcharge	8 lb.
Power Charge Detonation Timer	Wondrous Item	~	2 days	150gp	Ammunition, powered	1 lb.
Heavy Cannon (A)	Ranged Weapon	2d10 Piercing	31 days	725gp	Ammunition (range 250/500), reload 1, heavy, two-handed, powered, overcharge	25 lb.
Rotating Battle Cannon (A)	Ranged Weapon	2d6 Piercing	20 days	775gp	Ammunition (range 120/250), reload 8, two-handed, powered	20 lb.
Beam Knife (A)	Melee Weapon	1d10 Damage	28 days	600gp	Finesse, light, powered, overcharge	1 lb.
Power Charge Trip Wire	Wondrous Item	~	2 days	100gp	Ammunition, powered	2 lb.
Pulse Shield	Wondrous Item	~	10 days	400gp	Powered (shield), overcharge	10 lb.
Gnasher Gauntlet	Melee Weapon	2d6 Piercing	14 days	275gp	Powered, overcharge	
Siege Maul (A)	Melee Weapon	2d8 Bludgeoning	22 days	375gp	Two-Handed, heavy, powered (maul), overcharge	15 lb.
Energy Axe	Melee Weapon	1d8 Damage	12 days	400gp	Powered	15 lb.

ENHANCER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Gripping Gauntlets	Wondrous Item	~	5 days	300gp	Powered, overcharge, augment (hands)	5 lb.
Extending Fists	Wondrous Item	~	5 days	400gp	Reach, powered, augment (hands)	10 lb.
Fingers of Finesse (A)	Wondrous Item	~	7 days	650gp	Powered, overcharge, augment (hands)	2 lb.
Herculean Rerebrace	Wondrous Item	~	10 days	500gp	Powered, overcharge, augment (arms)	15 lb.
Speeding Spaulders (A)	Wondrous Item	~	12 days	700gp	Powered, overcharge, augment (arms)	12 lb.
Gleaming Pauldrons (A)	Wondrous Item	~	18 days	1000gp	Powered, overcharge, augment (arms)	8 lb.
Water Breathing Helm (A)	Wondrous Item	~	15 days	700gp	Powered, augment (head)	3 lb.
Visor of Clear Focus	Wondrous Item	~	10 days	400gp	Powered, overcharge, augment (head)	5 lb.
Insulated Cap and Mask	Wondrous Item	~	12 days	500gp	Powered, augment (head)	6 lb.
Charge Blast Carapace (A)	Wondrous Item	~	12 days	800gp	Powered, overcharge, augment (body)	20 lb.
Flight Pack (A)	Wondrous Item	~	20 days	1000gp	Powered, overcharge, augment (body)	30 lb.
Impact Compensating Cuirass	Wondrous Item	~	10 days	550gp	Powered, overcharge, augment (body)	25 lb.
Legs of the Charger	Wondrous Item	~	12 days	700gp	Powered, overcharge, augment (legs)	20 lb.
Jumpers Greaves	Wondrous Item	~	10 days	650gp	Powered, augment (legs)	20 lb.
Spiked Sabaton	Wondrous Item	~	7 days	300gp	Powered, overcharge, augment (feet)	8 lb.
Brisk Boots	Wondrous Item	~	10 days	600gp	Powered, overcharge, augment (feet)	5 lb.

CLOCKWORKER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Regular Visor	Wondrous Item	~	2 days	50 gp	Clockwork (senses)	4 lb.
Night Visor	Wondrous Item	~	5 days	250 gp	Clockwork (senses)	5 lb.
Improved Night Visor	Wondrous Item	~	7 days	450 gp	Clockwork (senses)	6 lb.
Sonar Detector (A)	Wondrous Item	~	14 days	1000 gp	Clockwork (senses)	10 lb.
Super Detector (A)	Wondrous Item	~	21 days	1800 gp	Clockwork (senses)	10 lb.
Light Armor	Wondrous Item	~	2 days	150 gp	Clockwork (armor)	10 lb.
Medium Armor	Wondrous Item	~	5 days	300 gp	Clockwork (armor)	20 lb.
Heavy Armor	Wondrous Item	~	10 days	500 gp	Clockwork (armor)	35 lb.
Mithral Armor (A)	Wondrous Item	~	20 days	1500 gp	Clockwork (armor)	20 lb.

CLOCKWORKER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Adamantine Armor (A)	Wondrous Item	~	30 days	2500 gp	Clockwork (armor)	85 lb.
Tiny Chassis	Wondrous Item	~	2 days	100 gp	Clockwork (chassis)	50 lb.
Small Chassis	Wondrous Item	~	6 days	350 gp	Clockwork (chassis)	120 lb.
Medium Chassis	Wondrous Item	~	14 days	600 gp	Clockwork (chassis)	180 lb.
Large Chassis (A)	Wondrous Item	~	32 days	1200 gp	Clockwork (chassis)	220 lb.
Prod	Melee Weapon	1d4 bludgeoning	1 day	50 gp	Clockwork (weaponry)	15 lb.
Spike	Melee Weapon	1d6 piercing	8 days	125 gp	Overcharge, clockwork (weaponry)	15 lb.
Hammer	Melee Weapon	1d6 bludgeoning	8 days	125 gp	Overcharge, clockwork (weaponry)	12 lb.
Circular Blade	Melee Weapon	1d6 slashing	8 days	125 gp	Overcharge, clockwork (weaponry)	15 lb.
Shrapnel Cannon	Ranged Weapon	1d6 slashing	8 days	200 gp	Ammunition, loading, range 60/120, overcharge, clockwork (weaponry)	15 lb.
Spear Thrower	Ranged Weapon	1d8 piercing	12 days	300gp	Ammunition, loading, range 120/250, overcharge, clockwork (weaponry)	12 lb.
Clockwork Catapult	Ranged Weapon	1d10 Bludgeoning	14 days	350gp	Ammunition, loading, range 120/250, overcharge, clockwork (weaponry)	12 lb.
Clockwork Sniper (A)	Ranged Weapon	1d12 piercing damage	19 days	450 gp	Ammunition, loading, range 250/500, overcharge, clockwork (weaponry)	12 lb.
Quadrupedal Legs	Wondrous Item	~	3 days	50 gp	Clockwork (movement)	10 lb.
Clockwork Tracks	Wondrous Item	~	12 days	300 gp	Clockwork (movement)	5 lb.
All Terrain Wheels (A)	Wondrous Item	~	15 days	650 gp	Clockwork (movement)	5 lb.
Flippers	Wondrous Item	~	10 days	450 gp	Clockwork (movement)	6 lb.
Boost Pack (A)	Wondrous Item	~	18 days	850 gp	Clockwork (movement)	10 lb.

CUSTOM INVENTION GUIDE

The tables below serve as guidelines for you to create your own custom weapon inventions. Add up the price and time requirements of your creation and begin the process of building and outfitting your Industrialist with one of a kind unique gear.

Note that all Industrialist inventions created from these tables automatically gain the *Powered* property.

Any option from the tables below with **(A)** next to it is an advanced option and can't be chosen until unlocking the *Advanced Inventions table* at 10th level.

Any options from the table below with **(WT)** next to it is an option only available to the War Tinker, and any option with **(CW)** next to it is only available for the Clockworker.

Note that all Industrialist ranged weapons from these tables automatically have the *Loading* property. Adding the *Reload* property to a ranged weapon removes the *Loading* property.

All inventions that cost more than 700gp or take longer than 15 days to craft are classified as *advanced inventions*.

MELEE WEAPON

Damage (choose one)	Crafting Time	Crafting Price
1d4	+1 day	+50gp
1d6	+3 days	+75gp
1d8	+5 days	+100gp
1d10	+7 days	+125gp
1d12	+9 days	+150gp
2d4	+5 days	+125gp
2d6	+9 days	+175gp
2d8 (WT)	+12 days	+250gp
2d10 (A) (WT)	+15 days	+300gp
3d4	+10 days	+200gp
Damage Type (choose 1)	Crafting Time	Crafting Price
Bludgeoning	+0 days	+0gp
Piercing	+0 days	+0gp
Slashing	+0 days	+0gp
Uncovered Energy Damage Type (WT)	+7 days	+300gp
Special (choose up to 5)	Crafting Time	Crafting Price
Overcharge property	+5 days	+50gp
Reach property	+3 days	+75gp
Light property (A)	+4 days	+75gp
Finesse property	+5 days	+100gp
Heavy property	+0 days	-25gp
Two-handed property	+0 days	-25gp
Thrown property (WT)	+2 days	+50gp

Special (choose up to 5)

Crafting Time	Crafting Price
+2 days	+75gp
+0 days	+0gp
+__ days	+__gp

RANGED WEAPON

Damage (choose one)	Crafting Time	Crafting Price
1d4	+0 day	+0gp
1d6	+1 days	+50gp
1d8	+3 days	+100gp
1d10	+5 days	+150gp
1d12	+7 days	+200gp
2d4	+5 days	+125gp
2d6	+8 days	+225gp
2d8 (WT)	+12 days	+275gp
2d10 (A) (WT)	+15 days	+325gp
3d4	+8 days	+250gp

Damage Type (choose 1)

Crafting Time	Crafting Price
+0 days	+0gp
+0 days	+0gp
+0 days	+0gp
+7 days	+350gp

Range (choose 1)

Crafting Time	Crafting Price
+0 days	+50gp
+2 days	+100gp
+4 days	+150gp
+7 days	+200gp
+10 days	+250gp

Special (choose up to 5)

Crafting Time	Crafting Price
+5 days	+50gp
+4 days	+75gp
+0 days	-100gp
+0 days	-50gp
+1 day x reload score	+50gp x reload score
+2 days	+50gp
+0 days	+0gp
+__ days	+__gp

WONDROUS ITEM INVENTIONS?

The process of crafting a wondrous item invention is so broad, that giving direct rules for their creation would be an entire 30 page document in itself. That being said, it is recommended a DM look over the invention tables listed above, and compare the other inventions as a base for estimating a custom wondrous item invention's cost and time requirements. Here are a number of guidelines to assist a DM in helping their players create wondrous item inventions:

- Any invention that gives an industrialist unhindered flight, is an advanced invention.
- An invention that can create an effect similar to a spell of 3rd-level or higher, is considered an advanced invention. This ruling is up to DM discretion, as even some 2nd-level spells could be considered advanced.

BASIC INVENTIONS

ARROW CANNON

Weapon (ranged), basic invention

When powered, deals 1d10 piercing damage. This invention requires arrows to be used as ammunition. Regular overcharge property function.

CHARGE CATAPULT

Weapon (ranged), basic invention

This invention requires power charges to be used as ammunition. As an action, you can shoot a power charge from this invention up to 120 feet.

ENERGY LANTERN

Wondrous item, basic invention

When powered, sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Overcharge: All creatures within 60 feet that can see the lantern must succeed on a Constitution saving throw or be blinded for the next minute. An affected creature can reroll the saving throw at the end of each of their turns, ending the effect on a success.

ENERGY STAFF

Weapon (melee), basic invention

When powered, deals 1d10 bludgeoning damage. This invention functions as a regular quarterstaff when unpowered. Regular overcharge property function.

EXTENDING SPEAR

Weapon (melee), basic invention

When powered, deals 1d10 piercing damage. This invention functions as a regular spear when unpowered. Regular overcharge property function.

FALL CUSHION

Wondrous item, basic invention

When powered, you can use a reaction to deploy this cushion when falling. Any damage you take from falling is reduced by an amount equal to your *charge potency*.

GRAPPLING HOOK CANNON

Wondrous Item, basic invention

When powered, can fire a grappling hook up to 300 feet. This invention requires grappling hooks to be used as ammunition and at least 300 feet of rope.

POWER HAMMER

Weapon (melee), basic invention

When powered, deals 1d8 bludgeoning damage. This invention deals double damage against nonmagical objects not currently being worn or used. Regular overcharge property function.

ROPE SAILER

Wondrous item, basic invention

As an action, you can attach or detach this invention to a length of rope. When powered and held in one hand, you can move along the length of the rope at a speed of 30 feet.

SHOT CANNON

Weapon (ranged), basic invention

When powered, deals 1d12 bludgeoning damage. This invention requires ball bearings to be used as ammunition. Regular overcharge property function.

ADVANCED INVENTIONS

HAND-HELD WATER PROPULSION ROD

Wondrous item, advanced invention

When powered and held by in both hands, you gain a swimming speed of 60 feet.

Overcharge: For the next minute, the swimming speed granted by this invention is increased to 120 feet.

LIGHT AUTOMATED FLAIL

Weapon (melee), advanced invention

When powered, deals 1d12 bludgeoning damage. Regular overcharge property function.

POWER GAUNTLET

Weapon (melee), advanced invention

When powered, deals 2d4 bludgeoning damage. Regular overcharge property function.

POWER GLIDER

Wondrous item, advanced invention

When powered and held in both hands, you gain a flying speed of 30 feet until you land. At the end of each of your turns your altitude drops 5 feet, your altitude instantly drops to 0 feet if you didn't fly at least 30 feet horizontally on your turn. When your altitude drops to 0 feet, you land (or fall).

POWER LOCK

Wondrous item, advanced invention

You can spend 1 hour affixing this invention to a door, window or chest. When powered, the lock cannot be opened by any mundane or magical means. The lock remains active until the power charge fueling it degrades.

The lock can be broken by dealing an amount of damage to it equal to 2 x your industrialist level. When the lock is broken, the power charge explodes and everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the *Charge Potency column of the Industrialist Table* on a failure and half as much on a success.

PROPELLED GREAT AXE

Weapon (melee), advanced invention

When powered, deals 2d6 slashing damage. This invention functions as a regular great axe when unpowered. Regular overcharge property function.

ROTATING BLADE

Weapon (melee), advanced invention

When powered, deals 3d4 slashing damage. This invention deals double damage to nonmagical objects not currently being carried or worn.

SHOULDER-MOUNTED STONE HURLER

Weapon (ranged), advanced invention

When powered, deals 3d4 bludgeoning damage. This invention requires large stones weighing at least 10 lb to be used as ammunition, and it deals double damage to structures and nonmagical objects not currently being carried or worn.

WATER STREAM CANNON

Wondrous item, advanced invention

When powered, this invention fires 2 gallons of water up to 120 feet. A Large or smaller creature hit by the water must succeed on a Strength saving throw or be knocked prone. The water drum of this cannon can hold up to 10 gallons, and the water is used as ammunition.

FUTURIST INVENTIONS

CART AUTOMATION SYSTEM

Wondrous item, advanced futurist invention

You can spend 8 hours affixing this invention to a cart or carriage. Once it is installed, the vehicle can be steered and has a movement speed of 40 feet without the requirement of horses or other beasts of burden to pull the vehicle.

Overcharge: The cart's movement speed is doubled for the next hour.

CHARIOT AUTOMATION SYSTEM

Wondrous item, futurist invention

You can spend 8 hours affixing this invention to a chariot. Once it is installed the vehicle can be steered and has a movement speed of 60 feet without the requirement of horses or other beasts of burden to pull the vehicle.

Overcharge: The chariot's movement speed is doubled for the next hour.

EXTENDING LADDER

Wondrous item, futurist invention

Appears to be a 1-foot ladder. When powered, as an action, you can extend this ladder up to 30 feet in length. When extended, you can use an action to retract the ladder down to its original size. When unpowered, the ladder automatically retracts to its original size.

HAND-HELD AERIAL SCREW

Wondrous item, futurist invention

When powered and held in one hand, you can use an action to cause yourself to levitate. Ascending or descending vertically at a speed of 30 feet. This invention can levitate up to 300 lb.

HEAT GENERATOR

Wondrous item, futurist invention

When powered, any creature within 20 feet automatically succeeds on Constitution saving throws to avoid the effects of cold climates.

Overcharge: Every creature within 20 feet must make a Constitution saving throw or take fire damage equal to your charge potency.

MUSIC BOX

Wondrous item, futurist invention

When powered, begins playing a soft melody that can be heard up to 120 feet away.

Overcharge: Every creature within 30 feet must make a Constitution saving throw or be deafened for the next minute.

NET LAUNCHER

Wondrous item, futurist invention

When powered, fires a net up to 120 feet, requires nets to be used as ammunition. A Large or smaller creature hit by a net takes 1 bludgeoning damage and is restrained until freed. A net has no effect on a creatures that are formless, or creatures that are Huge or larger.

A creature can make a DC 10 Strength check, freeing itself or another creature within reach from the net on a success.

POWERED DOOR

Wondrous item, futurist invention

You can spend 1 hour converting a regular door into a powered door. When powered, the door opens. When unpowered the door remains closed and can't be opened by nonmagical means except by force. The door can be broken down by making a Strength check against your *Power Charge save DC*.

POWERED TRAP DOOR

Wondrous item, futurist invention

You can spend 1 hour converting a regular trap door into a powered trap door. When powered, the trap door opens. When unpowered the trap door remains closed and can't be opened by nonmagical means except by force. The trap door can be broken down by making a Strength check against your *Power Charge save DC*.

WATER PURIFIER

Wondrous item, futurist invention

When powered, cleans up to 5 gallons of water as if it had been targeted by the *Purify Food and Drink* spell.

WINGS OF FLIGHT

Wondrous item, advanced futurist invention

This backpack can be worn on your back. When powered, two mechanical wings sprout from its side, granting you a flying speed of 50 feet.

Overcharge: Your flying speed is doubled for the next minute.

WAR TINKER INVENTIONS

BEAM KNIFE

Weapon (melee), advanced war tinkerer invention

When powered, this invention deals 1d10 of the type of damage chosen in your *uncovered energy* feature. Regular overcharge property function.

BEAM RIFLE

Weapon (ranged), advanced war tinker invention

When powered, this invention shoots a beam of solidified energy, and deals 2d6 of the type of damage chosen in your *uncovered energy* feature. Regular overcharge property function.

ENERGY AXE

Weapon (ranged), war tinker invention

When powered, this invention deals 1d8 of the type of damage chosen in your *uncovered energy* feature.

GNASHER GAUNTLET

Weapon (melee), war tinker invention

When powered, deals 2d6 piercing damage. Regular overcharge property function. When you hit a creature with this invention, you can use a bonus action to attempt to grapple that creature.

HEAVY CANNON

Weapon (ranged), advanced war tinker invention

When powered, deals 2d10 piercing damage. This invention requires ball bearings to be used as ammunition. Regular overcharge property function.

POWER CHARGE DETONATION TIMER

Wondrous item, war tinker invention

When powered, as an action, you can designate a time between one round to one hour. The power charge used to power this invention explodes after the designated amount of time passes.

When it explodes, everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the *Charge Potency column of the Industrialist Table* on a failure and half as much on a success. This invention deals damage of the same type chosen by your *uncovered energy* feature.

POWER CHARGE TRIP WIRE

Wondrous item, war tinker invention

When powered, you can set a trip wire between this invention and a point within 10 feet. The power charge used to power this invention detonates when someone walks through the area of your trip wire.

When it detonates, everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the *Charge Potency column of the Industrialist Table* on a failure and half as much on a success. This invention deals damage of the same type chosen by your *uncovered energy* feature.

PULSE SHIELD

Wondrous item, war tinker invention

When powered, functions as a +1 shield. When unpowered, this invention functions as a regular shield.

Overcharge: Functions as a +3 shield for the next minute.

ROTATING BATTLE CANNON

Weapon (ranged), advanced war tinker invention

When powered, deals 2d6 piercing damage. This invention requires ball bearings to be used as ammunition. Regular overcharge property function.

SIEGE MAUL

Weapon (ranged), advanced war tinker invention

When powered, deals 2d8 bludgeoning damage. This invention deals double damage to structures and nonmagical objects not currently being carried or worn. Regular overcharge property function.

ENHANCER INVENTIONS

BRISK BOOTS

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, your Enhancer Armor no longer imposes disadvantage on Stealth checks.

Overcharge: You have advantage on Dexterity saving throws for the next minute.

CHARGE BLAST CARAPACE

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, this invention deals an amount of damage equal to your proficiency bonus of the type of damage type chosen in your *uncovered energy* feature to any creature within 5 feet that hits you with a melee attack.

Overcharge: All creatures within 20 feet of you must make a Dexterity saving throw or take damage equal to your *charge potency*.

EXTENDING FISTS

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, when you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

FINGERS OF FINESSE

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, you can add your proficiency bonus to all Dexterity skill checks that require the use of your hands.

Overcharge: Your Dexterity score is increased to 19, unless it is already higher, for the next minute.

FLIGHT PACK

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, this invention grants you a flying speed equal to your current walking speed.

Overcharge: Your flying speed is doubled for the next minute.

GLEAMING PAULDRONS

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, whenever a creature makes a ranged weapon attack roll against you they must roll a Constitution saving throw. On a failure, the target must roll a d4 and subtract the number rolled from their attack roll.

Overcharge: All creatures within 20 feet that can see you must succeed on a Constitution saving throw or be stunned for the next minute. An affected creature can reroll the saving throw at the end of each of their turns, ending the effect on a success.

GRIPPING GAUNTLETS

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you can add your proficiency bonus to any ability checks made to grapple and objects you are holding cannot be removed from your hands unless you want them to.

Overcharge: You gain a climbing speed equal to your walking speed for the next minute.

HERCULEAN REREBRACE

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you gain advantage on Strength checks made to push, pull, or break an object.

Overcharge: Your Strength score is increased to 19, unless it is already higher, for the next minute.

IMPACT COMPENSATING CUIRASS

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you gain resistance to nonmagical bludgeoning damage.

Overcharge: You gain resistance to force, thunder, and bludgeoning damage for the next minute.

INSULATED CAP AND MASK

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you gain advantage on saving throws made to avoid being blinded or deafened.

Overcharge: You gain immunity to the petrified, stunned, blinded, and deafened conditions for the next minute.

JUMPERS GREAVES

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, your jump distances are tripled.

LEGS OF THE CHARGER

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, your walking speed is increased by 20 feet.

Overcharge: You can take the Dash action as a bonus action on your turn, for the next minute.

SPEEDING SPAULDERS

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, you gain a +1 bonus to melee attack rolls.

Overcharge: You gain advantage on melee attack rolls for a number of rounds equal to your Intelligence modifier.

SPIKED SABATON

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you can move through difficult terrain without any penalties to your movement speed.

Overcharge: You gain a climbing speed equal to your walking speed and the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

VISOR OF CLEAR FOCUS

Wondrous item, enhancer invention

When powered and affixed to Enhancer Armor, you gain proficiency in Investigation checks.

Overcharge: You have advantage on Perception checks that rely on sight and in conditions of clear visibility can make out details of extremely distant creatures up to 1 mile away.

WATER BREATHING HELM

Wondrous item, advanced enhancer invention

When powered and affixed to Enhancer Armor, you can breath normally underwater as if you were above water.

CLOCKWORKER INVENTIONS

ADAMANTINE ARMOR

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, its AC equals 16 + its Dexterity modifier, and its Constitution score becomes 16. Additionally, any critical hit against your clockwork companion becomes a normal hit. A clockwork companion modified with this armor has disadvantage on Dexterity (Stealth) checks. Restricted to clockwork companions of Medium size or larger.

ALL TERRAIN WHEELS

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has a walking speed of 30 feet and difficult terrain doesn't cost it extra movement.

BOOST PACK

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, it has a walking speed of 0 feet, a fly speed of 30 feet and can hover. Restricted to clockwork companions of Small size or smaller.

CIRCULAR BLADE

Melee weapon, clockworker invention

When modified onto a clockwork companion, deals 1d6 slashing damage. Regular overcharge property function.

CLOCKWORK CATAPULT

Ranged weapon, clockworker invention

When modified onto a clockwork companion, deals 1d10 bludgeoning damage. Requires objects weighing more than 5 lb to be used for ammunition. Regular overcharge property function.

CLOCKWORK SNIPER

Ranged weapon, advanced clockworker invention

When modified onto a clockwork companion, deals 1d12 piercing damage. Requires ball bearings to be used for ammunition. Regular overcharge property function.

CLOCKWORK TRACKS

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has a walking speed of 25 feet, and has advantage on saving throws against effects that would knock it prone or move it against its will.

FLIPPERS

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has a walking speed of 15 feet and a swimming speed of 30 feet.

HAMMER

Melee weapon, clockworker invention

When modified onto a clockwork companion, deals 1d6 bludgeoning damage. Regular overcharge property function.

HEAVY ARMOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, its AC equals 14 + its Dexterity modifier, and its Constitution score becomes 14. A clockwork companion modified with this armor has disadvantage on Dexterity (Stealth) checks.

IMPROVED NIGHT VISOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has darkvision out to a range of 120 feet.

LARGE CHASSIS

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, its size becomes Large, its Strength score becomes 18, its Dexterity score becomes 10, and its hit points equal 5 x (your industrialist level + its Constitution modifier).

You must modify any preexisting inventions to fit the new chassis. An additional 100 gp must be spent for each *clockwork* property invention that is modified onto your clockwork companion at the time you modify this invention onto it.

LIGHT ARMOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, its AC equals 12 + its Dexterity modifier, and its Constitution score becomes 10. A clockwork companion modified with this armor has proficiency in Dexterity (Stealth) checks.

MEDIUM ARMOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, its AC equals 13 + its Dexterity modifier, and its Constitution score becomes 12.

MEDIUM CHASSIS

Wondrous item, clockworker invention

When modified onto a clockwork companion, its size becomes Medium, its Strength score becomes 16, its Dexterity score becomes 12, and its hit points equal 4 x (your industrialist level + its Constitution modifier).

You must modify any preexisting inventions to fit the new chassis. An additional 100 gp must be spent for each *clockwork* property invention that is modified onto your clockwork companion at the time you modify this invention onto it.

MITHRAL ARMOR

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, its AC equals 15 + its Dexterity modifier, and its Constitution score becomes 14. A clockwork companion modified with this armor has advantage on Dexterity (Stealth) checks.

NIGHT VISOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has darkvision out to a range of 60 feet.

PROD

Melee weapon, clockworker invention

When modified onto a clockwork companion, deals 1d4 bludgeoning damage.

QUADRUPEDAL LEGS

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has a walking speed of 30 feet.

REGULAR VISOR

Wondrous item, clockworker invention

When modified onto a clockwork companion, it has darkvision out to a range of 30 feet.

SHRAPNEL CANNON

Ranged weapon, clockworker invention

When modified onto a clockwork companion, deals 1d6 slashing damage. Requires caltrops to be used as ammunition. Regular overcharge property function.

SMALL CHASSIS

Wondrous item, clockworker invention

When modified onto a clockwork companion, its size becomes Small, its Strength score becomes 12, its Dexterity score becomes 16, and its hit points equal $3 \times$ (your industrialist level + its Constitution modifier).

You must modify any preexisting inventions to fit the new chassis. An additional 100 gp must be spent for each *clockwork* property invention that is modified onto your clockwork companion at the time you modify this invention onto it.

SONAR DETECTOR

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, it has blindsight out to a range of 60 feet, and is blind beyond this radius.

SPEAR THROWER

Ranged weapon, clockworker invention

When modified onto a clockwork companion, deals 1d8 piercing damage. Requires spears or javelins to be used as ammunition. Regular overcharge property function.

SPIKE

Melee weapon, clockworker invention

When modified onto a clockwork companion, deals 1d6 piercing damage. Regular overcharge property function.

SUPER DETECTOR

Wondrous item, advanced clockworker invention

When modified onto a clockwork companion, it has truesight out to a range of 60 feet.

TINY CHASSIS

Wondrous item, clockworker invention

When modified onto a clockwork companion, its size becomes Tiny, its Strength score becomes 10, its Dexterity score becomes 18, and its hit points equal $2 \times$ (your industrialist level + its Constitution modifier).

You must modify any preexisting inventions to fit the new chassis. An additional 100 gp must be spent for each *clockwork* property invention that is modified onto your clockwork companion at the time you modify this invention onto it.

INDUSTRIALIST FEATS

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

An Industrialist spends a huge majority of their lifetime inventing, so it isn't uncommon for a well-versed inventor to have uncovered unique and rare techniques that are widely unknown by others. If an industrialist meets the prerequisites, they may choose one of these feats, foregoing an ability score improvement.

BATTLE BUILD

Prerequisite: Industrialist, enhancer vision

Through countless revisions, you have managed to optimize your enhancer armor for use in battle.

- Your enhancer armor gains the *powered* property, and while powered grants you an additional +1 to your Armor Class.
- While your enhancer armor is powered, your unarmed strikes deal bludgeoning damage equal to $1d6 +$ your Strength modifier, and you have advantage on Strength (Athletics) checks made to push, pull, or drag.
- When you don your enhancer armor for the first time after finishing a long rest, you gain temporary hit points equal to your industrialist level. Doffing your enhancer armor removes these temporary hit points.

EDUCATOR

Prerequisite: Industrialist level 6, futurist vision

You have developed a knack for marketing your inventions to the masses, and teaching others how to use their properties.

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Using your *Capable Tutor* feature, you can teach allied creatures with an Intelligence score of 7 or higher how to use your inventions.
- Allied creatures can now gain proficiency in an additional invention. Teaching them how to use a third invention removes proficiency with one of the previous inventions.

ENHANCER ARMOR MK.2

Prerequisite: Industrialist, enhancer vision

You have spent countless hours tinkering on the base of your enhancer armor, and have made major progress in its advancement. In addition to the original statistics of your enhancer armor, it gains the following:

- Your carry capacity is now tripled, including maximum load and maximum lift.
- You can don or doff your enhancer armor as an action.
- Your long jump and high jump are increased by an amount of feet equal to your proficiency bonus.

INSANE INVENTOR

Prerequisite: Industrialist level 5

You constantly seek to push the very limits of what your power charges are capable of.

- Increase your Intelligence score by 1, to a maximum of 20.
- When you use your *Power Surge* feature, you add an additional 1d6 to your Charge Potency.
- When you make a weapon attack roll with an invention with the *Powered* property, that attack deals an additional 1d4 damage.

QUICK PRODUCTION

Prerequisite: Industrialist

You have garnered the ability to rapidly produce your inventions, your creativity knowing no bounds.

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you start crafting an invention you can make an ability check using your *Tinker's Tools*, with a DC equals the number of days required to craft the invention. On a success, you reduce the number of days required to craft the invention by an amount equal to your proficiency bonus (to a minimum of 1 day).

RAPID OPERATION

Prerequisite: Industrialist, war tinker vision

You train extensively with your inventions, and can use your inventions in the fray of battle more efficiently.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can reload an invention with the *Reload* property as a bonus action.
- Using the *Overcharge* property of an invention requires no action, but can only be done once on your turn.

TINKER TECHNICIAN

Prerequisite: proficiency with tinker's tools

You feel at home with a set of tinker's tools in your hands, and have found a number of uses for them outside of your workshop.

- Your proficiency bonus is doubled for any ability check you make using tinker's tools.
- You can use your tinker's tools to disarm traps and other mechanisms.
- You can use an action to attempt to temporarily disable a crossbow, siege weapon, or other weapon with intricate mechanisms within 5 feet of you. Make a Dexterity (tinker's tools) check opposed by the creature operating the weapon's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, the weapon cannot be used to make attack rolls for a number of rounds equal to your proficiency bonus.

VARIANT CRAFTING RULES

The industrialist may be limited in certain campaign settings or environments where currency isn't easily obtainable. The gold requirement for inventions simplifies the process of obtaining and buying the raw ingredients required to craft an industrialist's creations. Here are a few variant crafting rules a DM can implement instead of the basic crafting rules presented in the document above.

INVENTIONS BY LEVEL

The following table presents a guideline to allow industrialists to unlock inventions when they reach certain levels.

INVENTIONS BY LEVEL

Industrialist level	Inventions
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13	7
14	8
15	9
16	10
17	11
18	12
19	13
20	14

OBJECTS FOR INVENTIONS

Instead of using basic currency for the crafting of inventions, a player can work with their DM calculating the value of nonmagical objects for use in their inventions. The *Player's Handbook* has item tables with values associated to these common items. Using these tables as a guideline, a DM and a player can approximate the value of mundane objects. The items used in the crafting of the items are broken down by an industrialist into raw ingredients used in the crafting of an invention.

A particularly crafty DM that focuses on the realism of their game can assign additional rules to this variant crafting system, and require an industrialist to break down objects with materials that would prove usable in the crafting of the invention.

TIME ONLY FOR INVENTIONS

There are some campaigns where characters may have very little access to currency, but will have a large amount of downtime. In those cases, perhaps using only time as a scale to craft inventions would best suit the industrialist. Refer to the invention tables for their base time requirement, and double the inventions gp cost by two, then divide the doubled cost by 100 (round up). Add this number to the overall crafting time, and you have your measure for how many days an industrialist should spend crafting to acquire an invention.

MILESTONES FOR INVENTIONS

The following table will give you approximations for how to turn milestones in a campaign into a currency value, this is especially helpful in a setting without currency. Using this system, one can follow the time requirements of invention crafting, but use their progression through a campaign to gain inventions. A player should work with their DM to determine the worth of a milestone.

MILESTONE FOR INVENTIONS

Quest Completed Difficulty	Currency Value	Example
Very Easy	50 gp	Stopped a thief and turned them in to the authorities
Easy	125 gp	Killed a rampaging owlbear
Moderate	375 gp	Freed slaves from a drow encampment
Hard	750 gp	Beat a giant in a wrestling match
Legendary	1500 gp	Tied Tiamat's heads into a draconic pretzel

MULTICLASSING

INDUSTRIALIST MULTICLASSING

PREREQUISITES

A character that seeks to multiclass into an industrialist must meet the following ability score minimums to be able to do so:

Ability Score Minimums. Intelligence 13, and Dexterity 13 or Strength 13

INDUSTRIALIST MULTICLASSING

PROFICIENCIES

A character that meets the prerequisites to multiclass into an industrialist gains the following proficiencies from the class:

Proficiencies Gained: Light armor, Shields, Simple Weapons, Tinker's tools, Smith's tools

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SCROLL OF STRANGE RACES



PLANAR - CLASS



SCROLL OF STRANGE RACES VOL 2



WAY OF THE MISCHIEVOUS HEART

